

# SKETCH OF SOLUTIONS TO MOCK.

(1) Only MSNE (no pure).

call  $r_i \equiv \text{Pr}(R_i)$

$s_i = \text{Pr}(S_i)$       $H_i \equiv \text{Gonzalo, Felipe.}$

$p_i = \text{Pr}(P_i)$ .

$$r_1 = 1/6$$

$$s_1 = 3/30$$

$$p_1 = 2/5$$

$$r_2 = 1/6$$

$$s_2 = 1/2$$

$$p_2 = 1/3.$$

(2) - Traffic light: assume only  $\{G, W\}$  or  $\{WG\}$ ?  
 could also introduce  $\{WW\}$  w/ small prob.

1.  $\Omega = \{GW\}, \{WG\}$

$$\pi(GW) = \pi(WG) = 1/2$$

For that who  
 prefers "messages",  
 say  $\overset{\text{red}}{-}$  green.

2. Partitions:  $\mathcal{P}_1 = \{ \{GW\}, \{WG\} \}$

$$\mathcal{P}_2 = \{ \{WG\}, \{GW\} \}$$

$$3. \sigma_1(GW) = G$$

$$\sigma_2(GW) = W$$

$$\sigma_1(WG) = W$$

$$\sigma_2(WG) = G.$$

4. Check BR.

$$BR_1(GW) = G$$

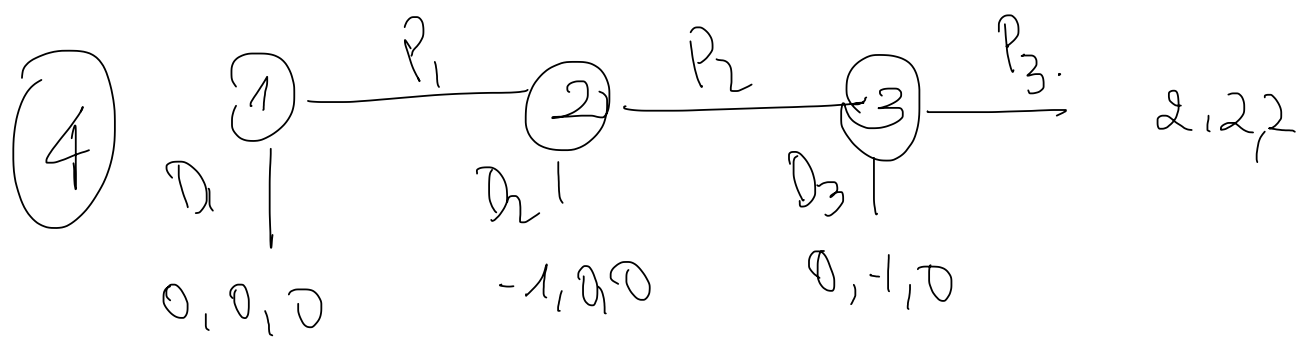
$$BR_2(GW) = W$$

$$B_1(WG) = W$$

$$BR_2(WG) = G.$$

③ solution:  $1/3$  each.

Mathematically  $\max_{x_1, x_2, x_3} \min \{x_1, x_2, x_3\}$   
 $x_1 + x_2 + x_3 = 1.$



All strategy profiles:

$D_1 P_2 P_3$

$D_1 P_2 D_3$

$D_1 D_2 P_3$

$D_1 D_2 D_3$

$P_1 P_2 P_3$

$P_1 P_2 D_3$

$P_1 D_2 P_3$

$D_1 D_2 D_3$

PSNE

SPNE

SCE

$SCE = NE \cup \{D_1 P_2 P_3\}$

③		$\sigma_H^2$	②
		H	G
$\sigma_H^1$	H	0, 0	3, 2
①	G	2, 3	1, 1

→ No (w/s) dom'd strats.

NE =  $\left\{ \left( \sigma_H^1 = 0, \sigma_H^2 = 1 \right), \left( \sigma_H^1 = 1, \sigma_H^2 = 0 \right), \left( \sigma_H^1 = \frac{1}{2}, \sigma_H^2 = \frac{1}{2} \right) \right\}$ .

payoff<sub>1</sub> = 2
payoff<sub>1</sub> = 3
payoff = 1's.

$$U_1(H, \sigma_H^2) = 3 - 3\sigma_H^2$$

$$U_1(G, \sigma_H^2) = 1 + \sigma_H^2$$

$$\Rightarrow \min_{\sigma_H^1 \in [0,1]} \max_{\sigma_H^2} \left\{ 3 - 3\sigma_H^2, 1 + \sigma_H^2 \right\}$$

↓

when  $\sigma_H^1 = 1/2$ , payoff = 1's.

pure stack:

- Com. to H:  $BR_2(H) = G$     payoff 3    → Pure prec. to H
- Com to G:  $BR_2(G) = H$     payoff 2

mixed stack? **SET TIE-BREAKING RULE:** when indiff, P2 plays to P1's benefit.

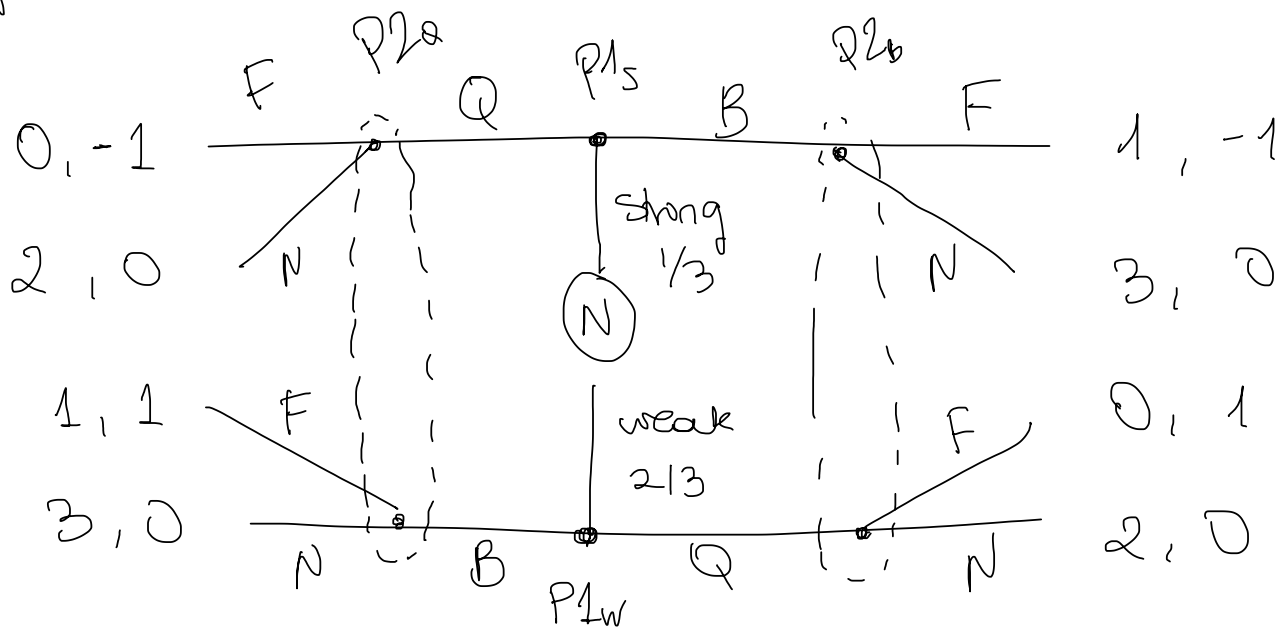
$$U_1(\sigma_H^1, BR_2(\sigma_H^1)) = 1 + 2\sigma_H^1$$

$$\sigma_H^1 = \operatorname{argmax}_{\sigma_H^1 \in [0,1]} 1 + 2\sigma_H^1 = 1 \quad \text{w/ payoff 3.}$$

Best dyn. eq'n = 3 (pure + mixed Stackelberg = 3!)

This is a NE, so  $\Pi$ 's attainable for any  $\delta > 0$ .

⑥ Focus on pure strategies.



meal =  $\{Q, B\}$ .

$BR_2(\text{meal}, \mu(S|\text{meal}))$   $\left\{ \begin{array}{l} F \quad \mu(S|\text{meal}) < 1/2 \\ \Delta \{F, N\} \quad \mu(S|\text{meal}) = 1/2 \\ N \quad \mu(S|\text{meal}) > 1/2 \end{array} \right.$

$\forall \text{ meal} = \{Q, B\}$ .

• No separating eq'm. (I always find that weak type would deviate).

• Given the probabilities in the question, I also find no pooling eq'm.

↳ posterior = prior :  $\Pr(S | \text{meal}) = 1/3 \quad \forall \text{meal} \in \{B, Q\}$ .

$BR_2(\text{meal}, \mu(S | \text{meal}) = 1/3 < 1/2) = F. \quad \forall \text{meal}.$

↓  
I always find a profitable deviation.

→ Change probabilities to  $2/3 = \Pr(S)$ .

Then, you should find TWO equilibria:

- both types get beer and P2 fights when quiche
- both types get quiche.

$$\textcircled{6} \quad u(c_t) = \log c_t.$$

$$u'(c_t) = 1/c_t.$$

$$u''(c_t) = -\frac{1}{2} \cdot \frac{1}{c_t^2} < 0 \quad \text{Risk averse}$$

Look for perfect insurance (or consumption smoothing).

$$c_t = 1/2 \cdot 0 + 1/2 \cdot 1 = 1/2.$$

An unemployment scheme of this type would require perfect observability = high cost of verification when state is private information. Also, limited enforcement if it is a private agreement.